

ABSTRACT OF THE DISCLOSURE

A polygon rendering device *Urend* carries out a polygon division process, in step S36, for generating, based on polygon data which specifies a polygon to be rendered, a plurality of partial polygon data each specifying one piece of partial polygons which are obtained by dividing the polygon. Then in step S37, a rendering process is performed based on the partial polygon data generated in step S36 so as to generate image data which represents an image of the polygon. Here, each of the partial polygons includes a plurality of triangles which respectively include a vertex of the polygon, and each of the triangles included in each of the partial polygons shares at least one edge with any one of the triangles included in the same partial polygon. In such a manner, the polygon rendering device *Urend* can render polygons at high speeds.